PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	**Eye or muscle twitching**	**Loss of awareness**
Altered vision	**Involuntary movements**	**Disorientation**

- To reduce the likelihood of a seizure when playing video games:
  1. Sit or stand as far from the screen as possible.
  2. Play video games on the smallest available television screen.
  3. Do not play if you are tired or need sleep.
  4. Play in a well-lit room.
  5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Radio Frequency Interference

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

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Wireless DS Single-Card Download Play

THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES DOWNLOADED FROM ONE GAME CARD.

Wireless DS Multi-Card Play

THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES WITH EACH DS SYSTEM CONTAINING A SEPARATE GAME CARD.

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⚠ CAUTION - Stylus Use

To avoid fatigue and discomfort when using the stylus, do not grip it tightly or press it hard against the screen. Keep your fingers, hand, wrist and arm relaxed. Long, steady, gentle strokes work just as well as many short, hard strokes.

GETTING STARTED

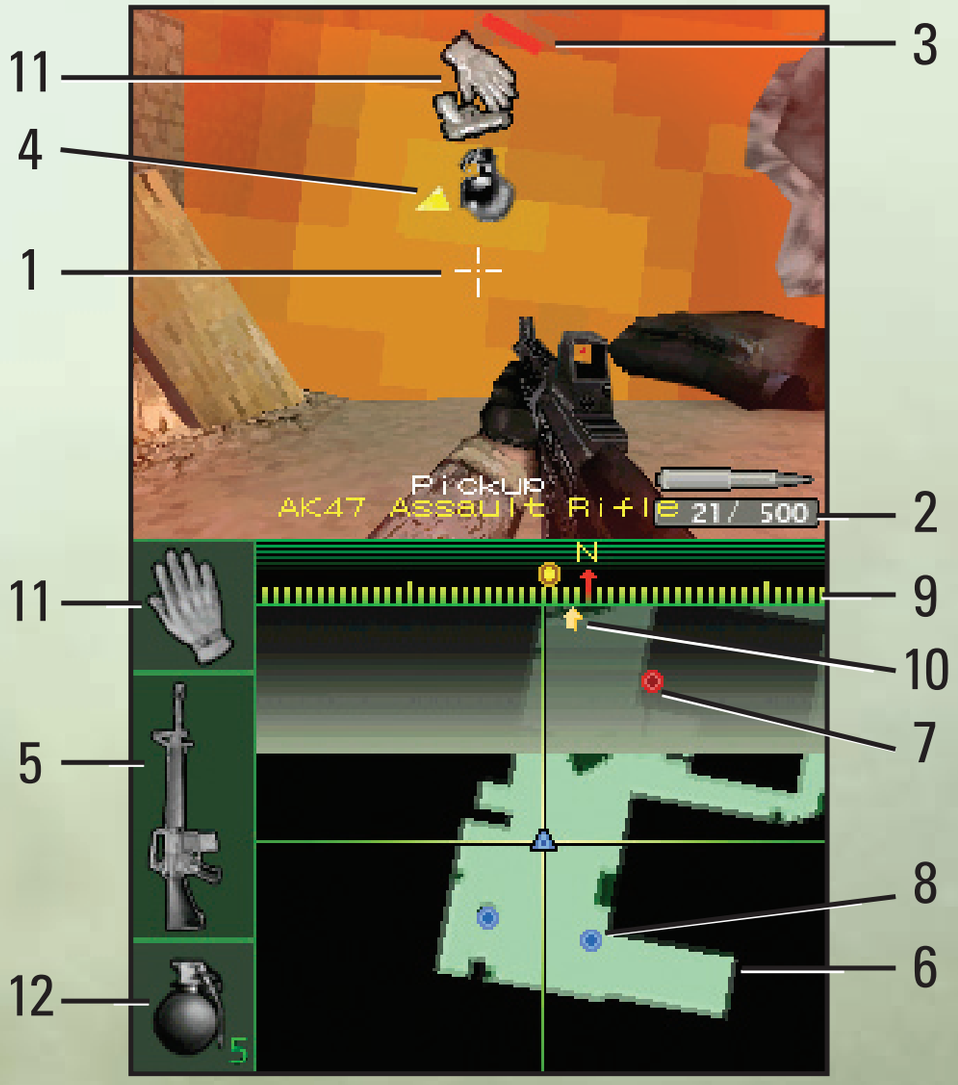
1. Insert the *Call of Duty® 4: Modern Warfare™* Game Card into the Nintendo DS™ slot as described in your Nintendo DS instruction manual.

2. Turn the Power Button ON.

Note: The Call of Duty 4: Modern Warfare *Game Card is for the Nintendo DS system only.*

B, B Button or **Double-tap +Control Pad ↓ = Change Stance**
X, X Button or **Double-tap +Control Pad ↑ = Sprint**

IN-GAME DISPLAY



1. **Crosshair** – This is your aiming reticle. When a grenade is equipped, the crosshair will pulse. On the 4th pulse, the grenade will explode.

2. **Ammo Counter** – Indicates how much ammo you have remaining.

3. **Damage Indicator** – Red marker appearing near the edge of the screen, indicating which direction damage came from.

4. **Grenade Indicator** – Shows the direction of the grenade in your proximity.

5. **Weapons** – Shows your currently equipped weapon. To switch weapons in your inventory, touch the weapon icon and drag the stylus right.

6. **Mini-map** – Displays mini-map of the environment.

7. **Enemy Marker** – Indicates the enemy's position on the mini-map (marked as red).

8. **Friendly Marker** – Indicates friendly soldiers on the mini-map (marked as blue).

9. **Compass** – Displays the compass and the objective direction (marked as a yellow circle).

10. **Objective Marker** – Indicates the location of the current objective.

11. **Hand Marker** – This appears on the screen when something is useable or available for pick-up. Touch to activate. When in close proximity to an enemy, the hand will change into a fist and melee action will be possible by pushing the **Fire** Button. *Note*: *The hand icon on the top screen appears when you can pick up a weapon.*

12. **Grenades** – Touch with your stylus to equip grenades. Also shows the number of grenades in your inventory.

ADDITIONAL CONTROLS

Using the Stylus – Use the stylus on the Touch Screen to move the reticle to the desired position and to look around you.

Changing Weapons – To switch weapons, touch and hold the weapon icon on the Touch Screen and drag the stylus to the desired weapon. When you pick up a new weapon, it will replace the weapon you currently have equipped.

ADS Mode (Aiming Down the Sight) – To change between ADS Mode and shooting from the hip, touch the Touch Screen twice in rapid succession. To exit ADS Mode, touch the screen twice or press ↑ on the +Control Pad twice.

Using Grenades – Touch the grenade icon on the left side of the screen to equip a grenade. If you have two types of grenades, you may touch and hold the grenade icon and drag the stylus to the grenade you want to use. Press and hold **Fire** (**L** Button or **R** Button) to cook a grenade and release the button to throw it.

Using Binoculars – Equip the binoculars and call down airstrikes. To equip the binoculars, touch the binocular icon on the Touch Screen when it's active/available. To call an air strike down (when available) press the **Fire** Button.

Sprinting – To sprint, press ↑ ↑ on the +Control Pad rapidly, or press the **X** Button twice.

Stance Up/Down – While standing, double-tap ↓ on the +Control Pad to Crouch. Repeat to stand back up. If you sprint while crouched, your stance will be automatically brought up. Pressing the **B** Button twice will also change your stance.

Reload – You can manually reload your weapon by touching the weapon icon on the Touch Screen once.

The Hand Icon – The Hand icon appears on the Touch Screen when you can pick up something, throw back grenades or use something. Touch the **hand icon** to pick the object up when the hand appears on the Touch Screen.

Left-Handed Controls – Left-handed players can choose to toggle to left-handed controls via the option menu discussed later. The icons will switch to the right side of the Touch Screen when left-handed controls are selected.

SAVE SYSTEM

Call of Duty 4: Modern Warfare utilizes an automatic checkpoint save system to save Single Player games to your DS memory card.

STARTING THE GAME

To start the game from the Main Menu, choose **Single-Player** or **Multiplayer**. From Single-Player, you can select Campaign or Quickplay.

CAMPAIGN

Battle across the world's most dangerous hotspots to defeat the enemy forces hell-bent on throwing the world into chaos.

QUICKPLAY

Choose this option to quickly jump into action. Quickplay allows you to select any Single-Player level that has been unlocked in Campaign Mode.

OPTIONS

You may select this to tweak look and ADS sensitivity, to invert your Y axis, or choose left-/right-handed controls.

MULTI-CARD PLAY

Call of Duty 4: *Modern Warfare* includes support for up to four players in Wireless Mode. The players must be in close proximity to play multiplayer games. Use these instructions to begin a multiplayer game:

From the Main Menu, select **Multiplayer**. Then select **Multi-Card Play**. One player acts as the host, and the other players may join. The host can set the match time duration, match type, score limit, respawn time, choose the map and toggle friendly fire on or off before the game starts. Once the host has set up the game, other players can join.

Your signal strength is indicated in the Lobby as small bars in the upper right corner of the screen.

SINGLE-CARD PLAY

You will need one Nintendo DS per player and only one *Call of Duty 4*: *Modern Warfare* game.

Make sure that all the systems are turned off, insert *Call of Duty 4*: *Modern Warfare* into the Nintendo DS. Turn power on for all systems. The DS Menu will appear. Touch the ***Call of Duty 4*: *Modern Warfare*** panel on the system acting as the Host. Choose **Multiplayer**, then **Single-Card Multiplayer**. Wait on this screen.

The other players should choose **Download Call of Duty 4: Modern Warfare**. The download confirmation notification should appear. The host will then begin the uploading process to the clients (by checking the lower right check box). When upload is complete, the game will begin.

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